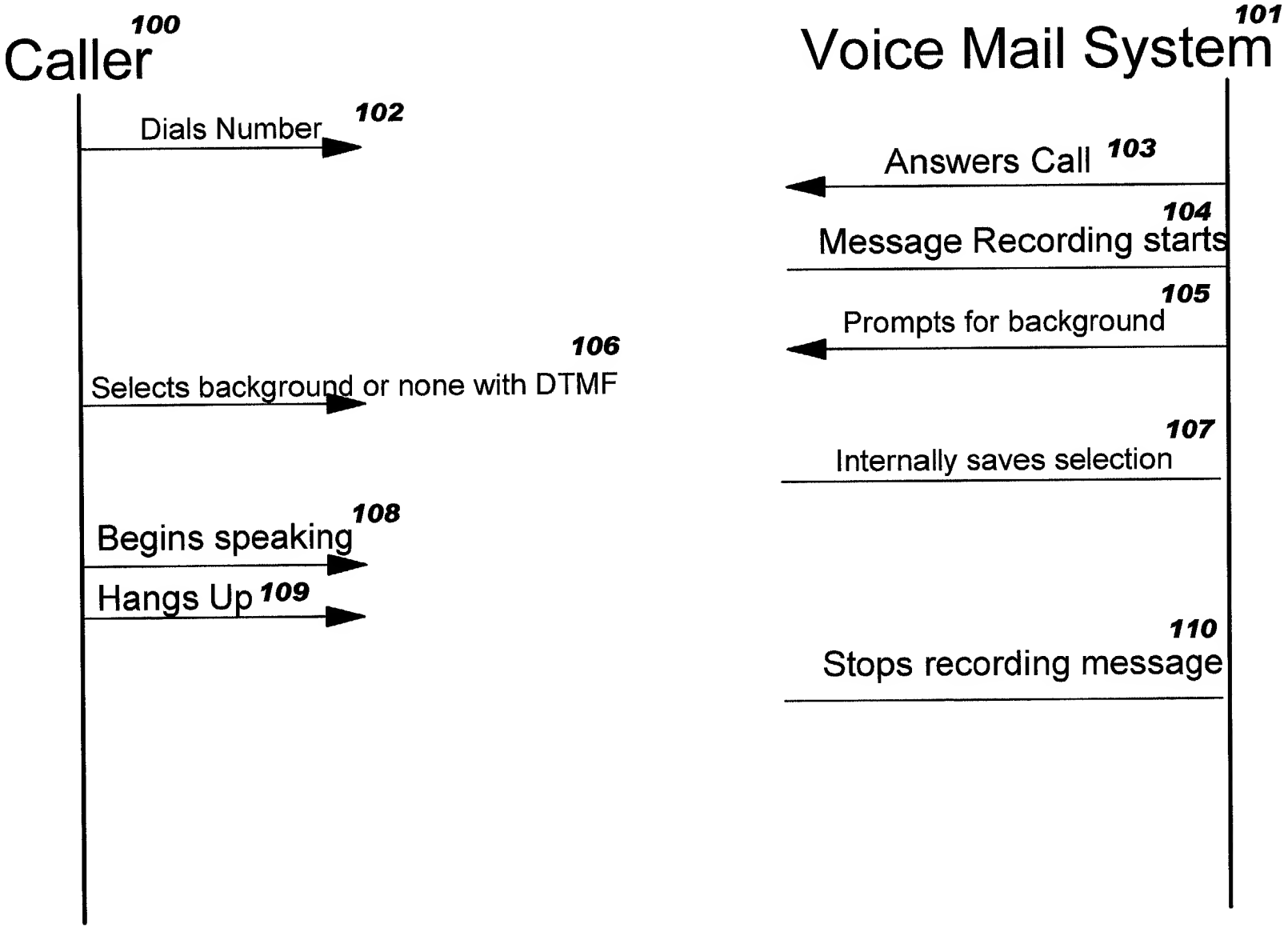
EZ728260 "07120

FIG. 1A



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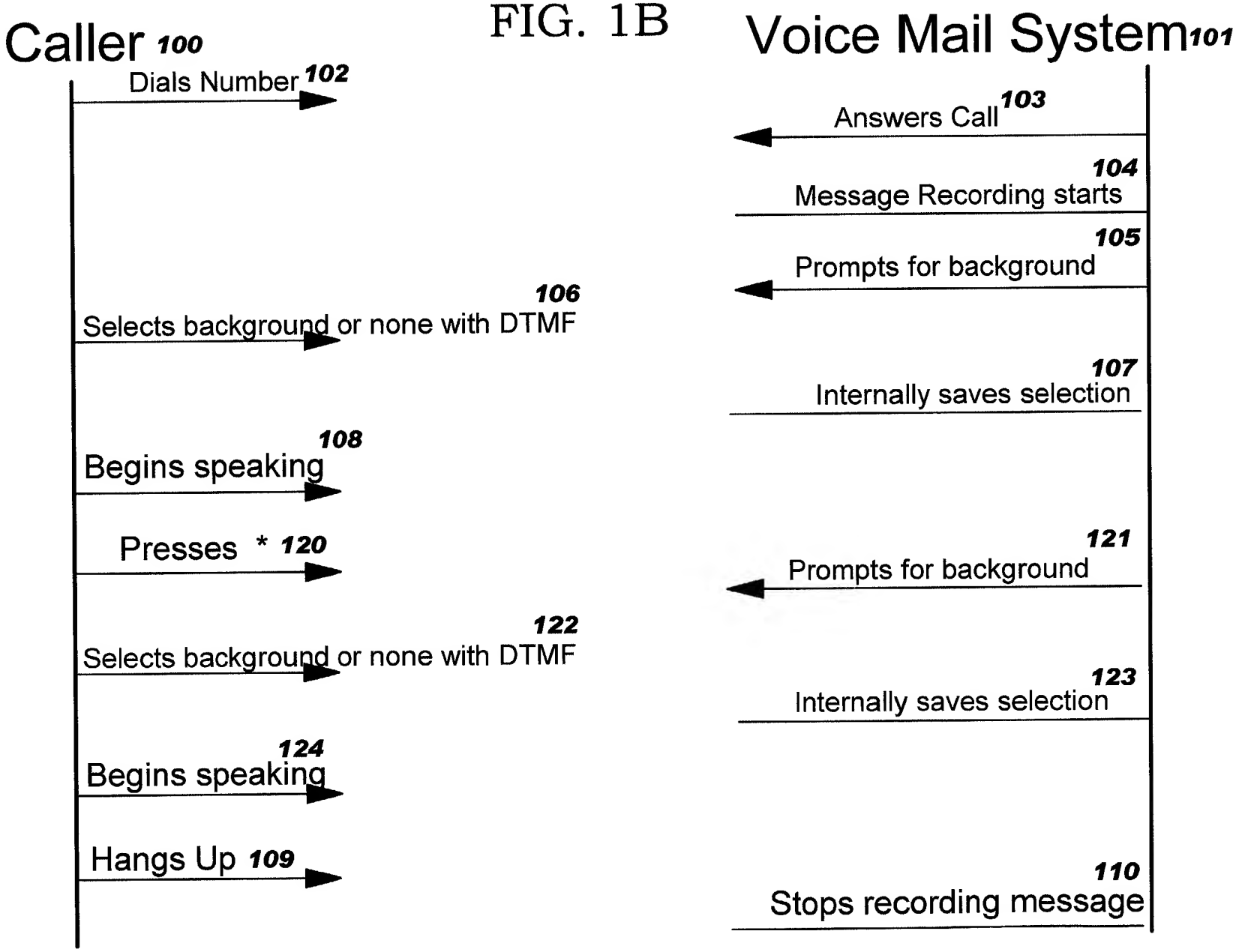
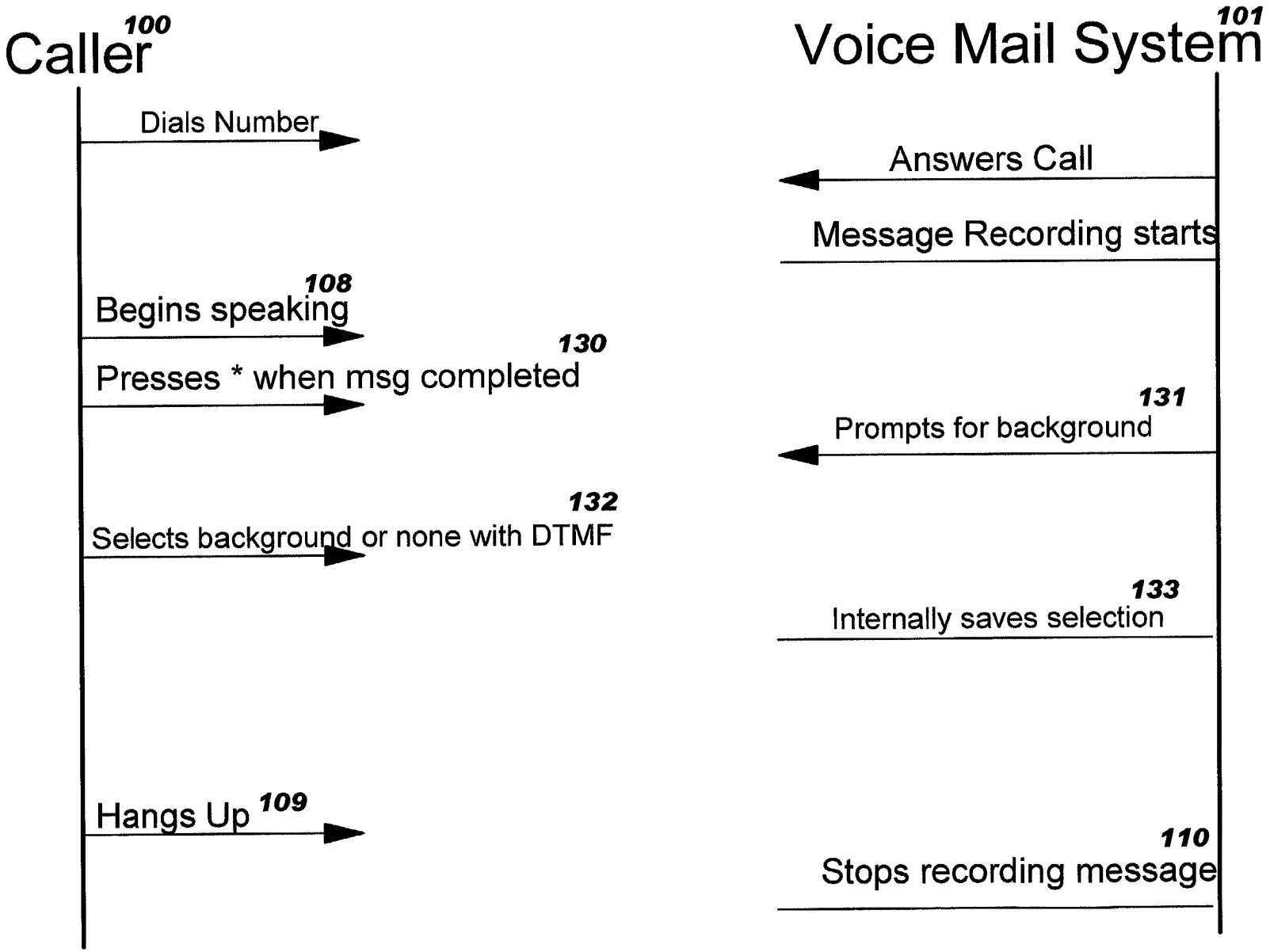
TO2T20" E772384260

FIG. 1B



TO2T20 EL239760

FIG. 1C



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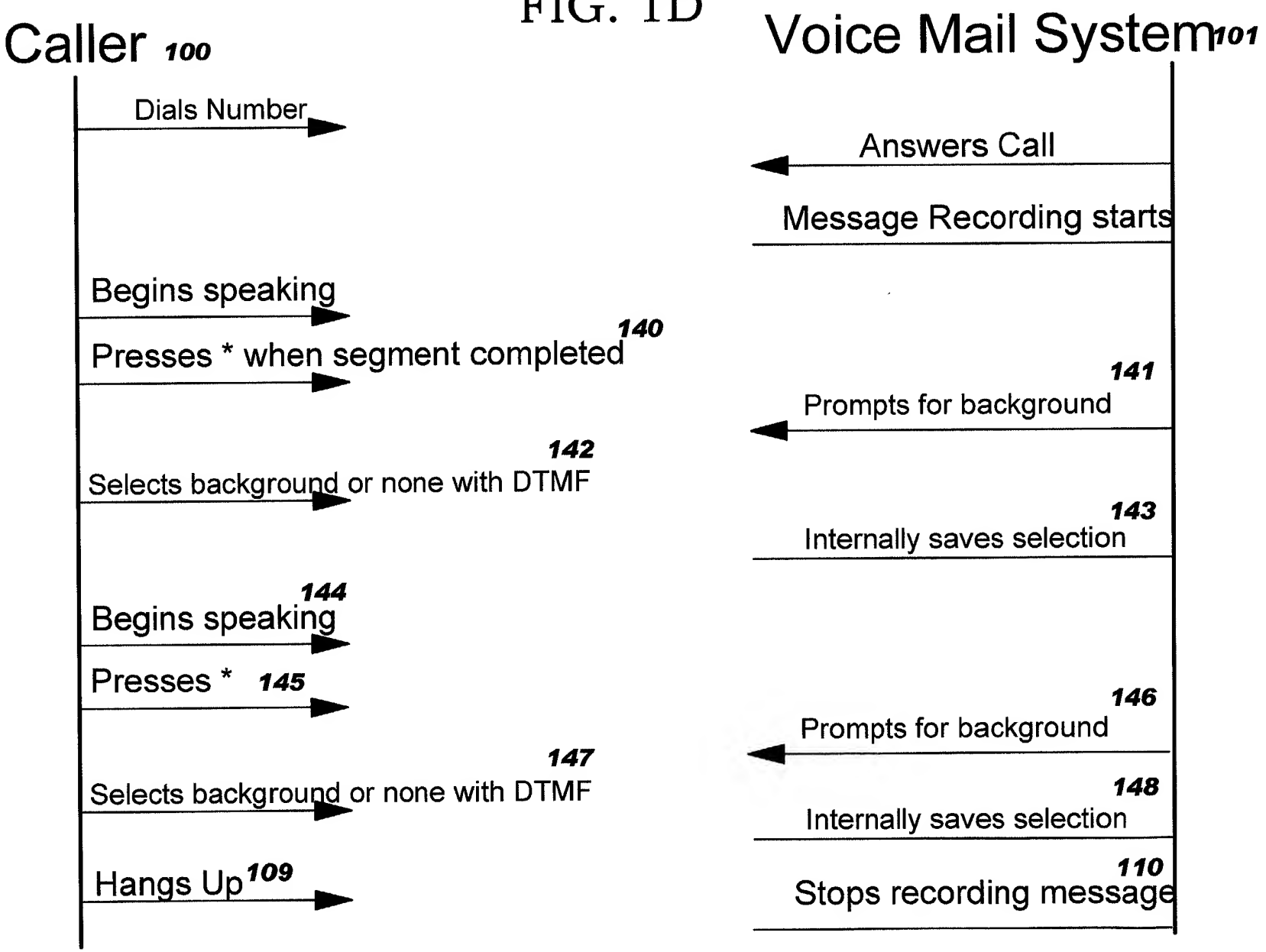
TO2T20 EZ228260

FIG. 1D



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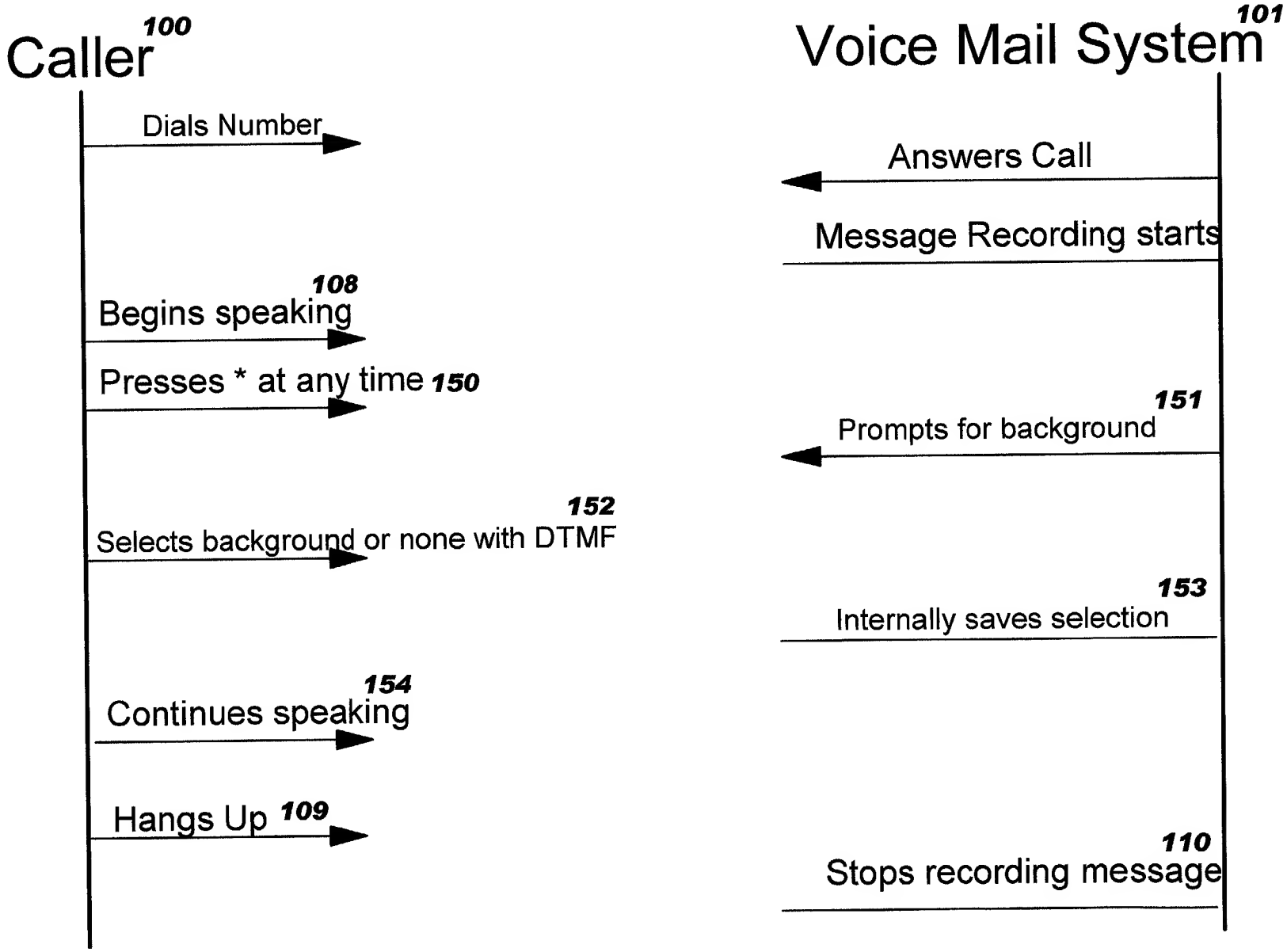
TO2T20 E22828260

FIG. 1E



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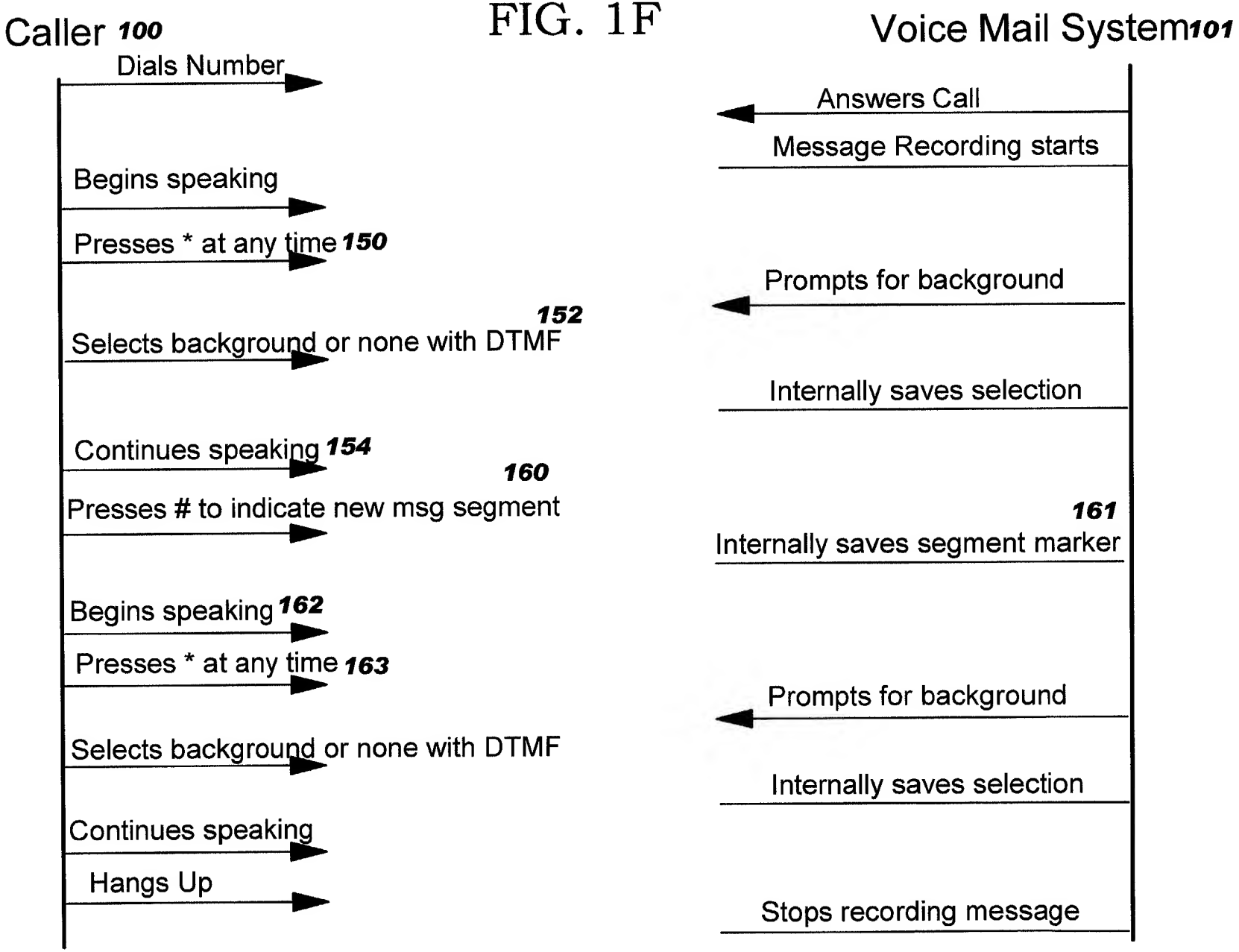
TO2T20 "E242860

FIG. 1F



TO2T20 E722826O

FIG. 2A

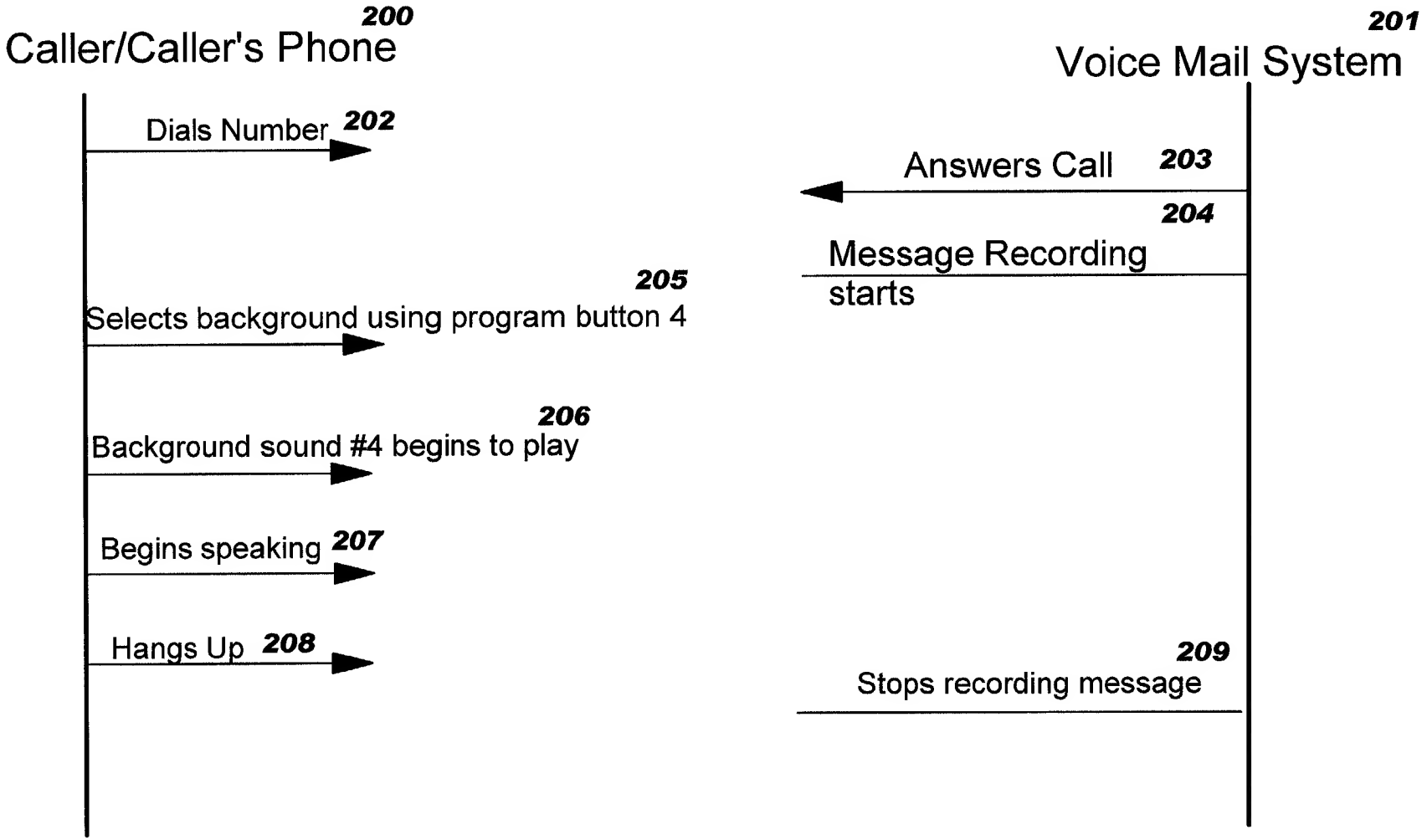


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FIG. 2B

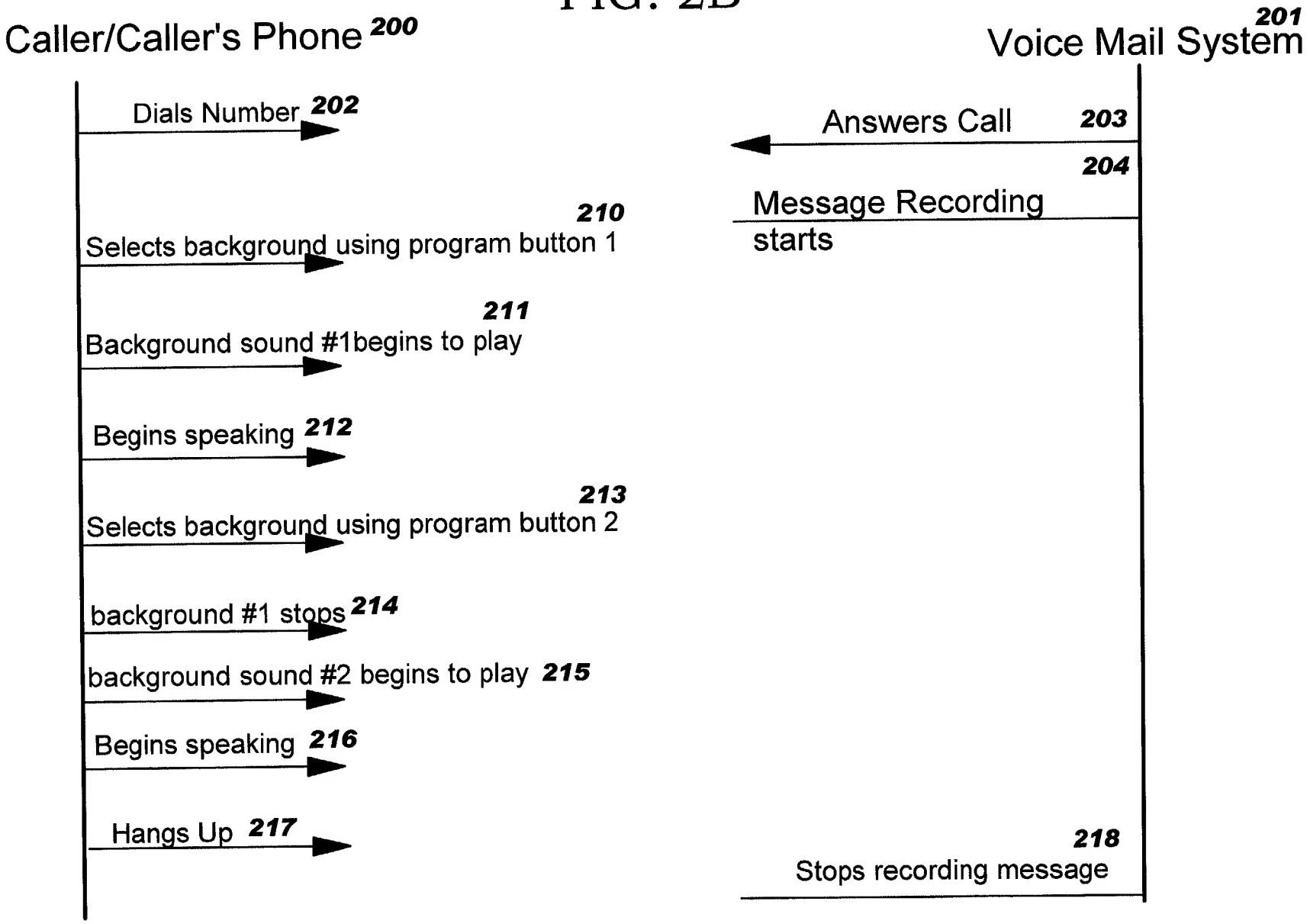

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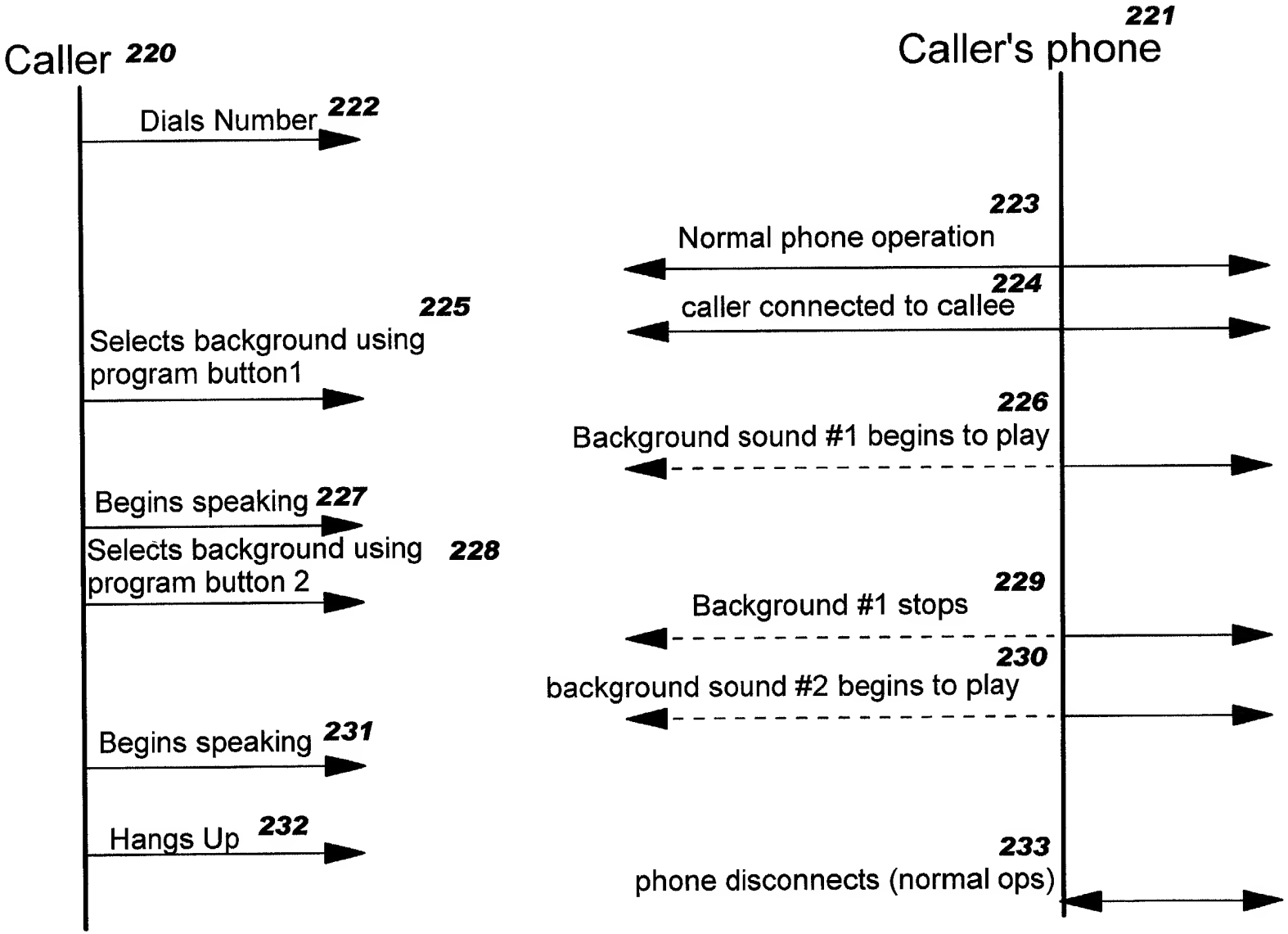
FIG. 2C



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TO2120 "EZ428460

FIG. 3

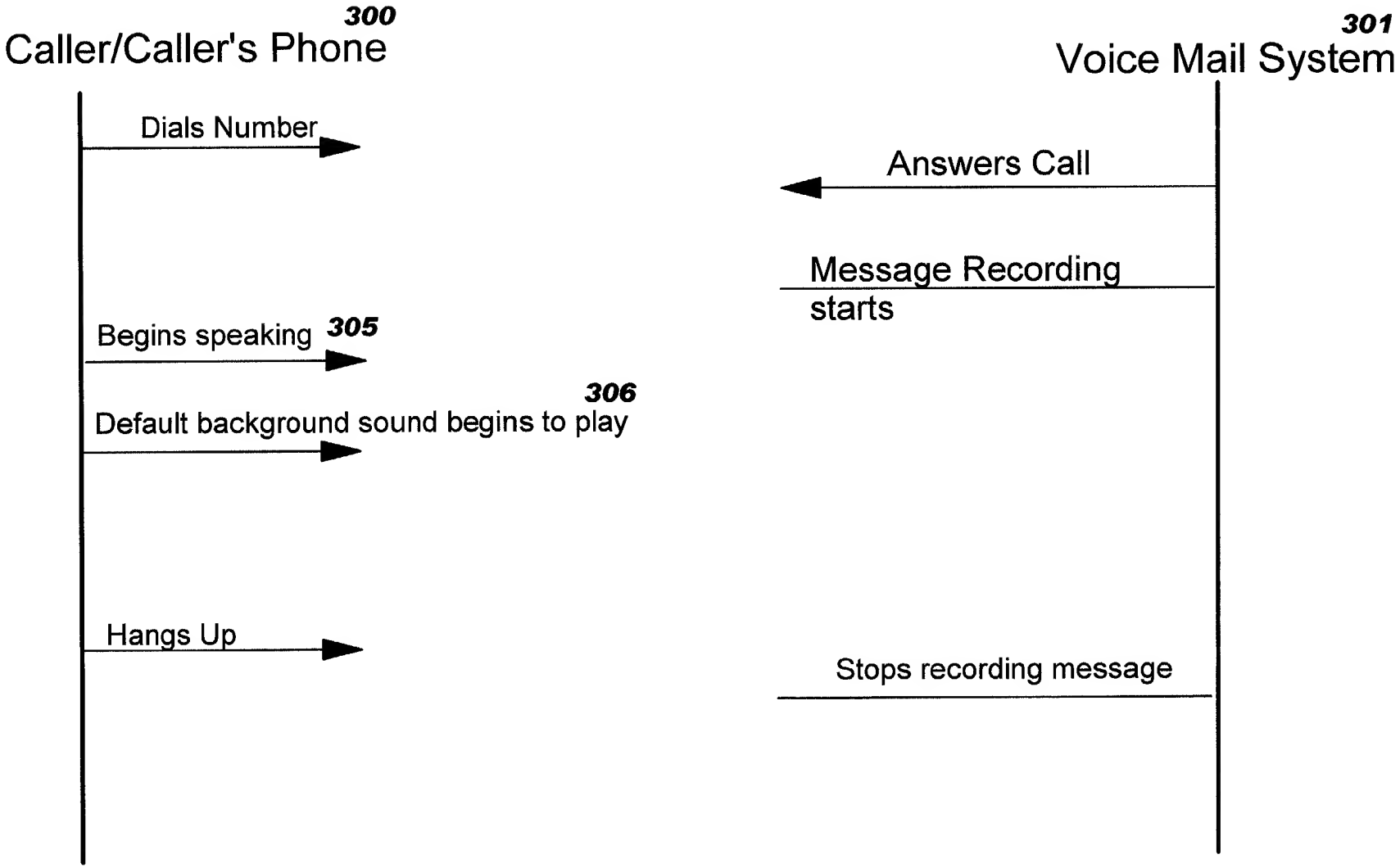

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FIG. 4A

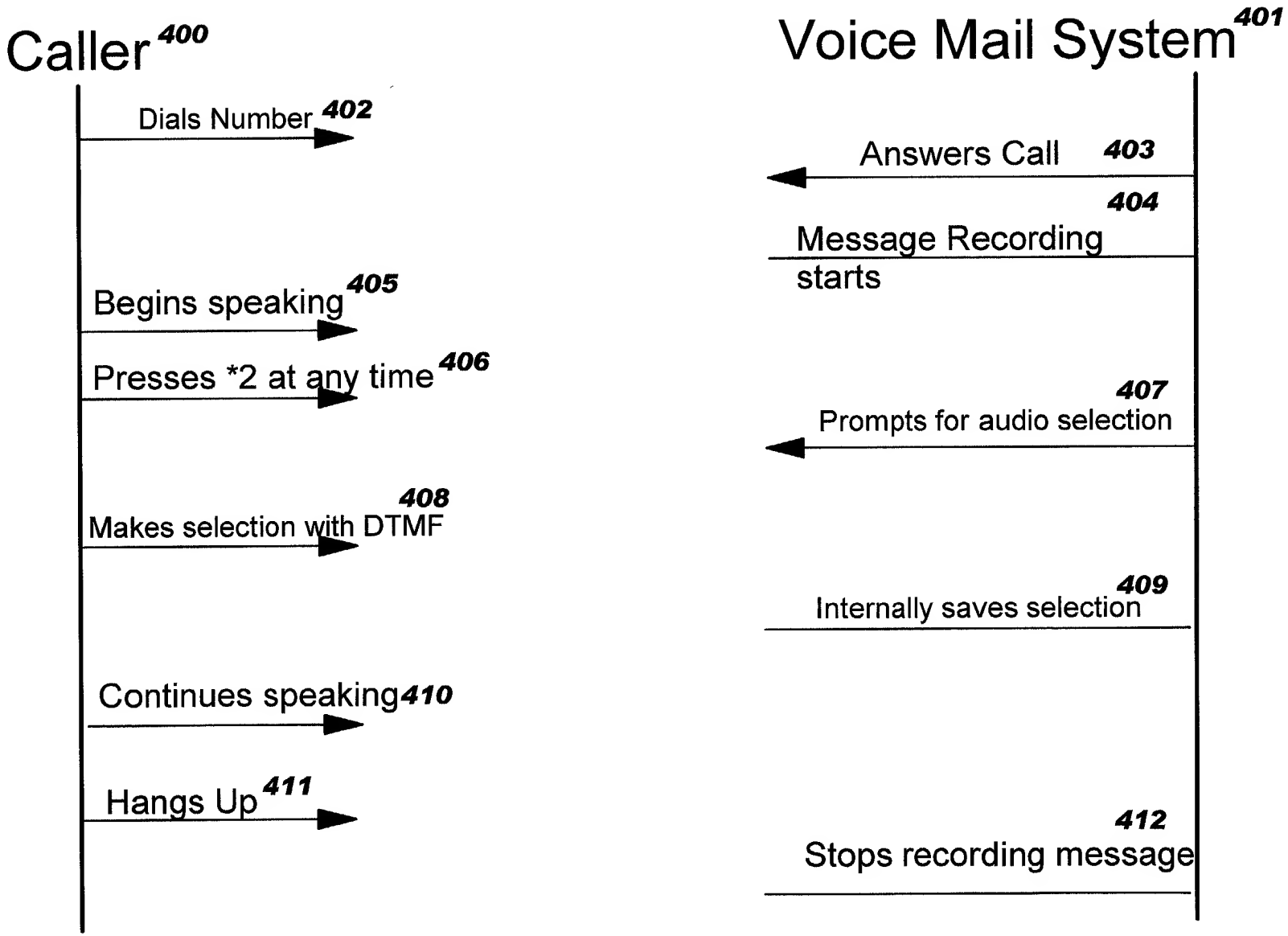

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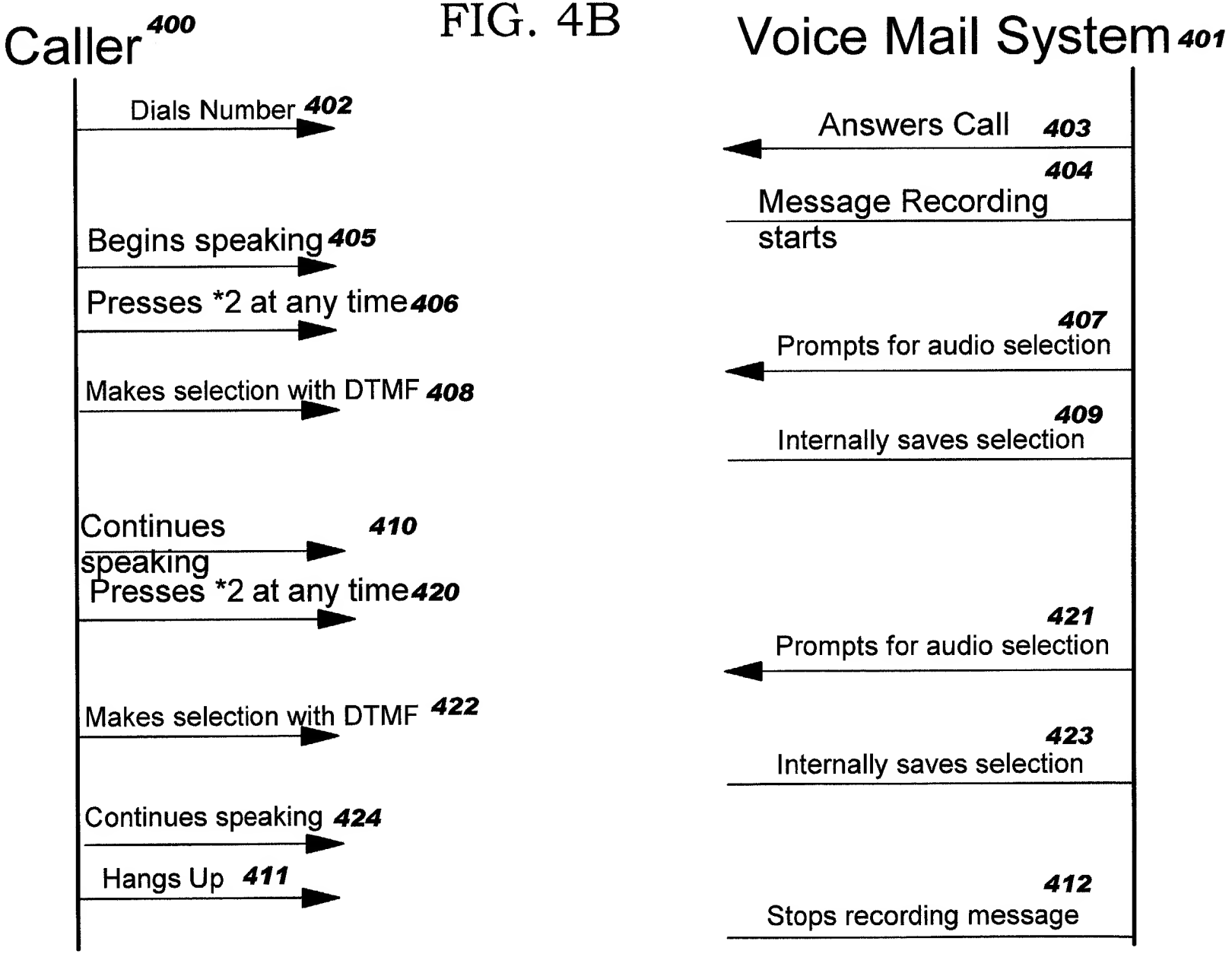
FIG. 4B



TO2T20 "E77287660

FIG. 5

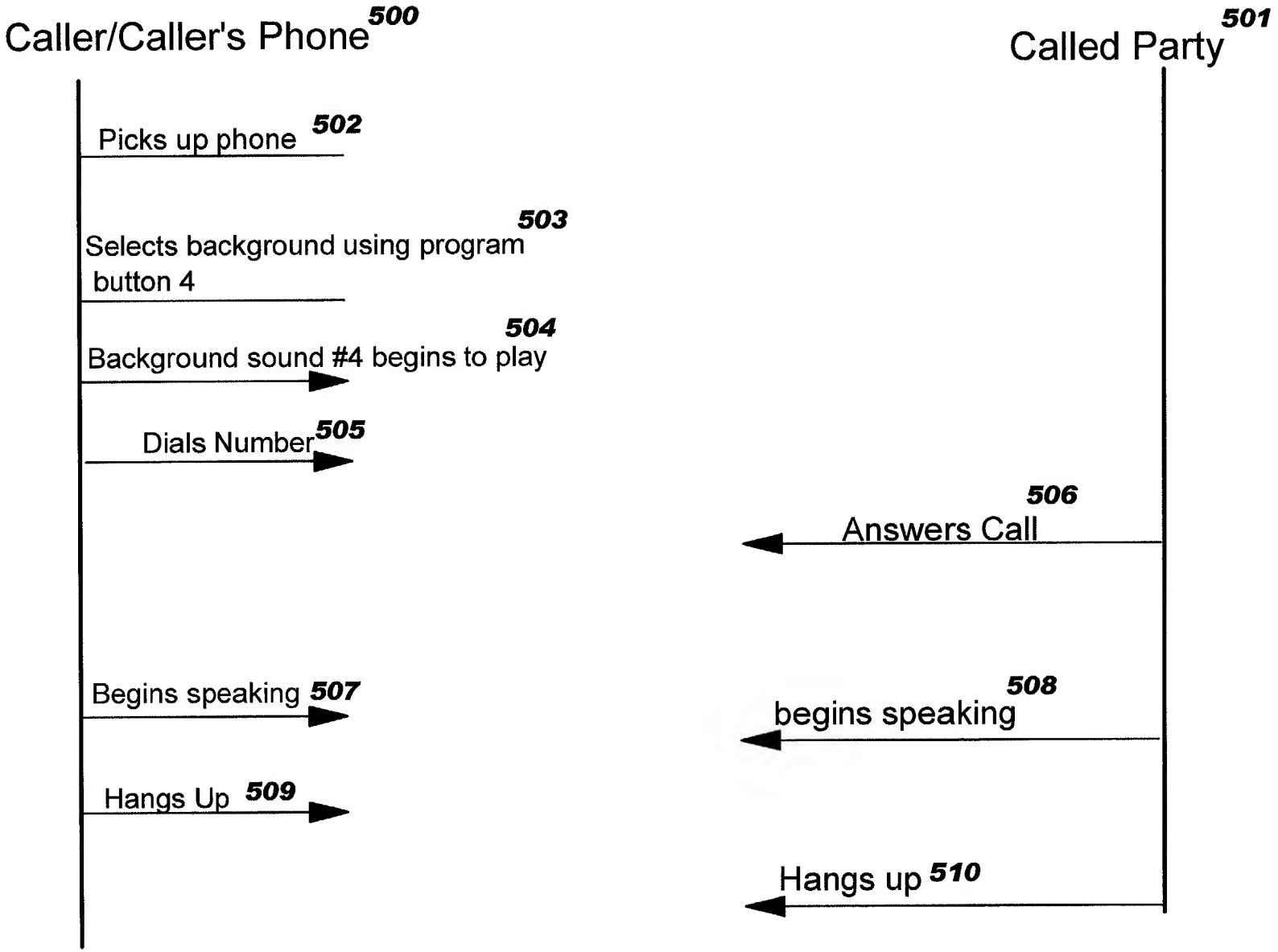


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FIG. 6A

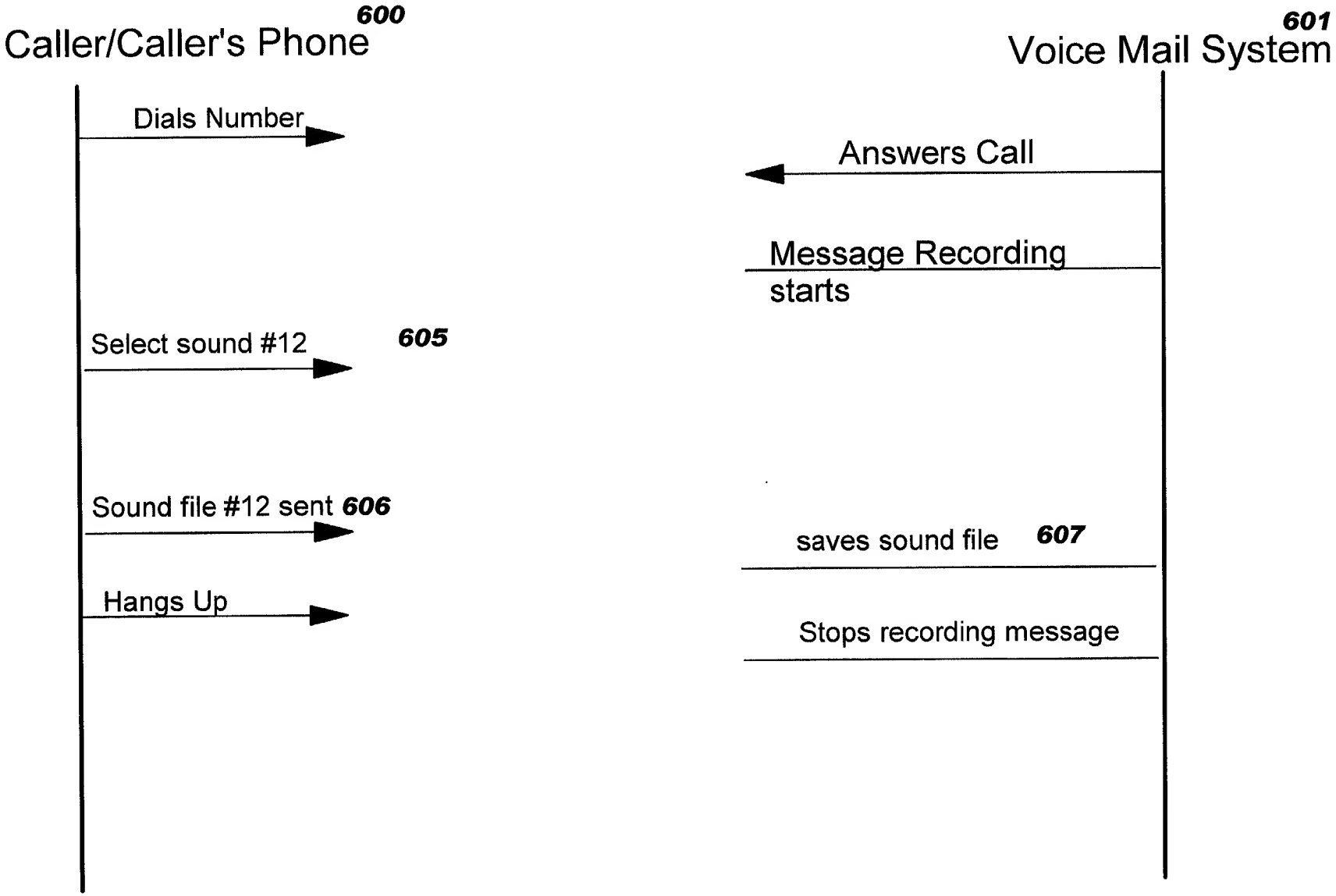

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FIG. 6B

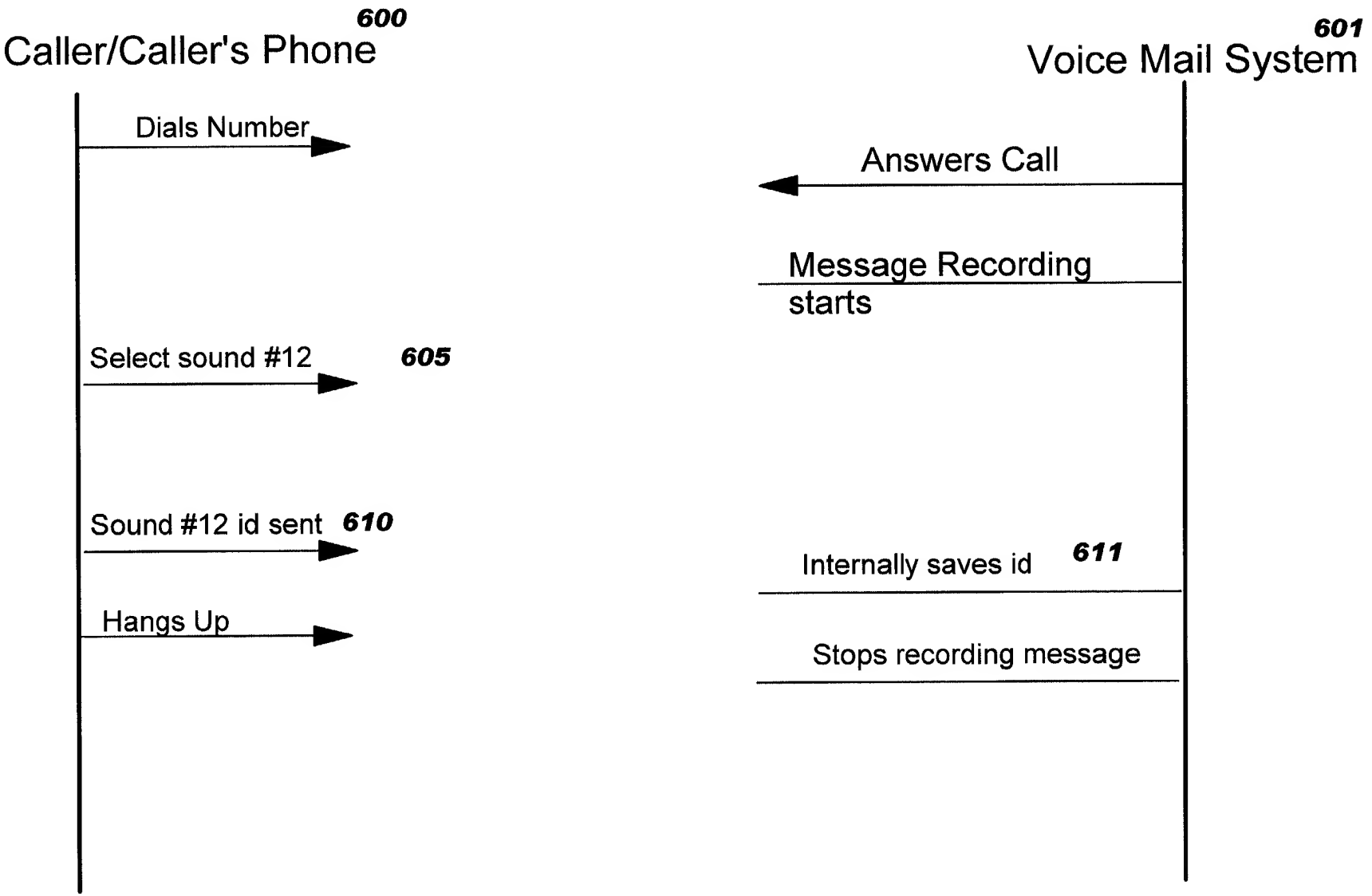

FIG. 7A

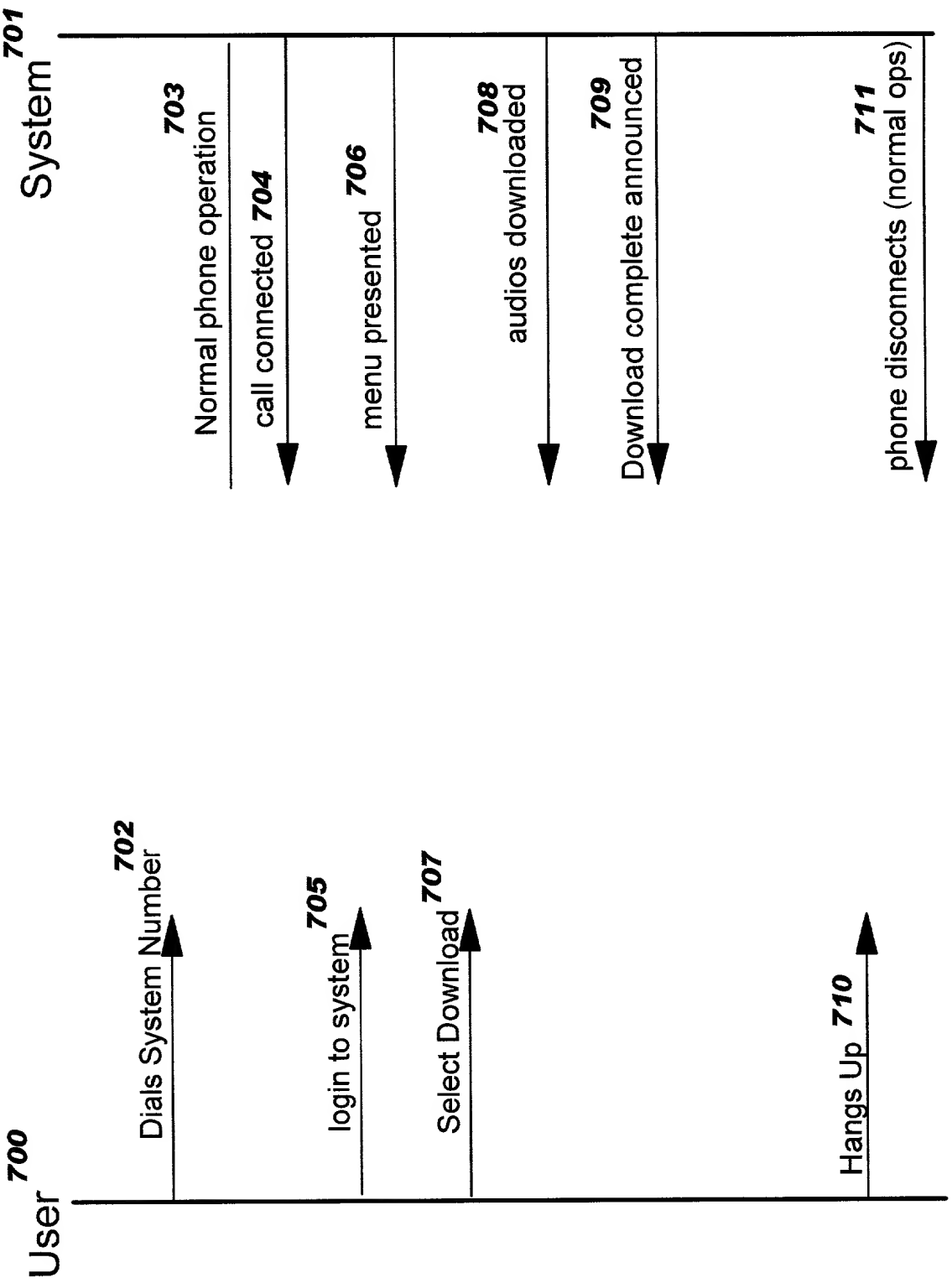
User 700
System 701
Dials System Number 702
Normal phone operation 703
call connected 704
login to system 705
menu presented 706
Select Download 707
audios downloaded 708
Download complete announced 709
Hangs Up 710
phone disconnects (normal ops) 711

FIG. 7B

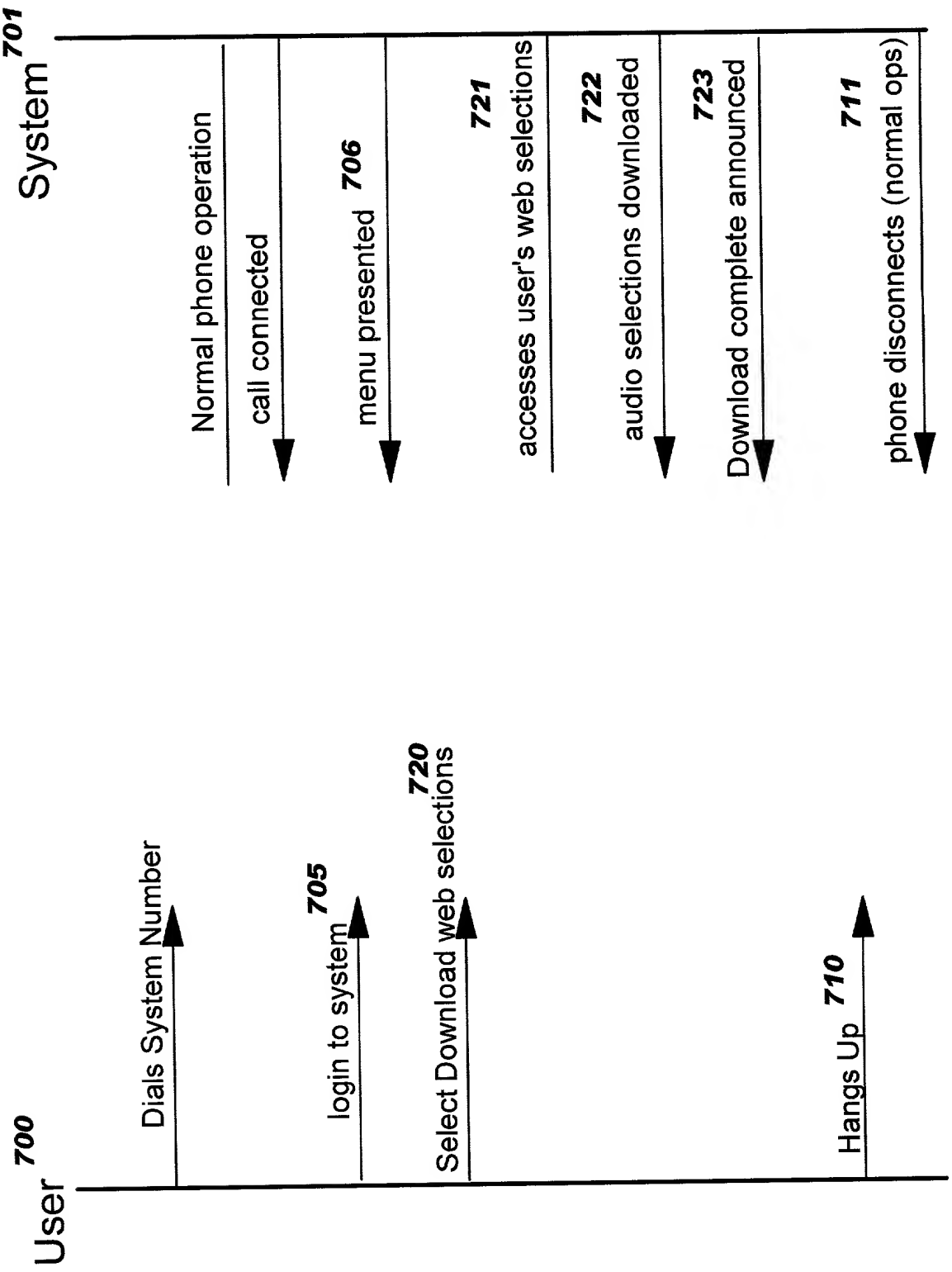
User 700
System 701
Dials System Number
login to system 705
Select Download web selections 720
Hangs Up 710
Normal phone operation
call connected
menu presented 706
accesses user's web selections 721
audio selections downloaded 722
Download complete announced 723
phone disconnects (normal ops) 711

FIG. 8

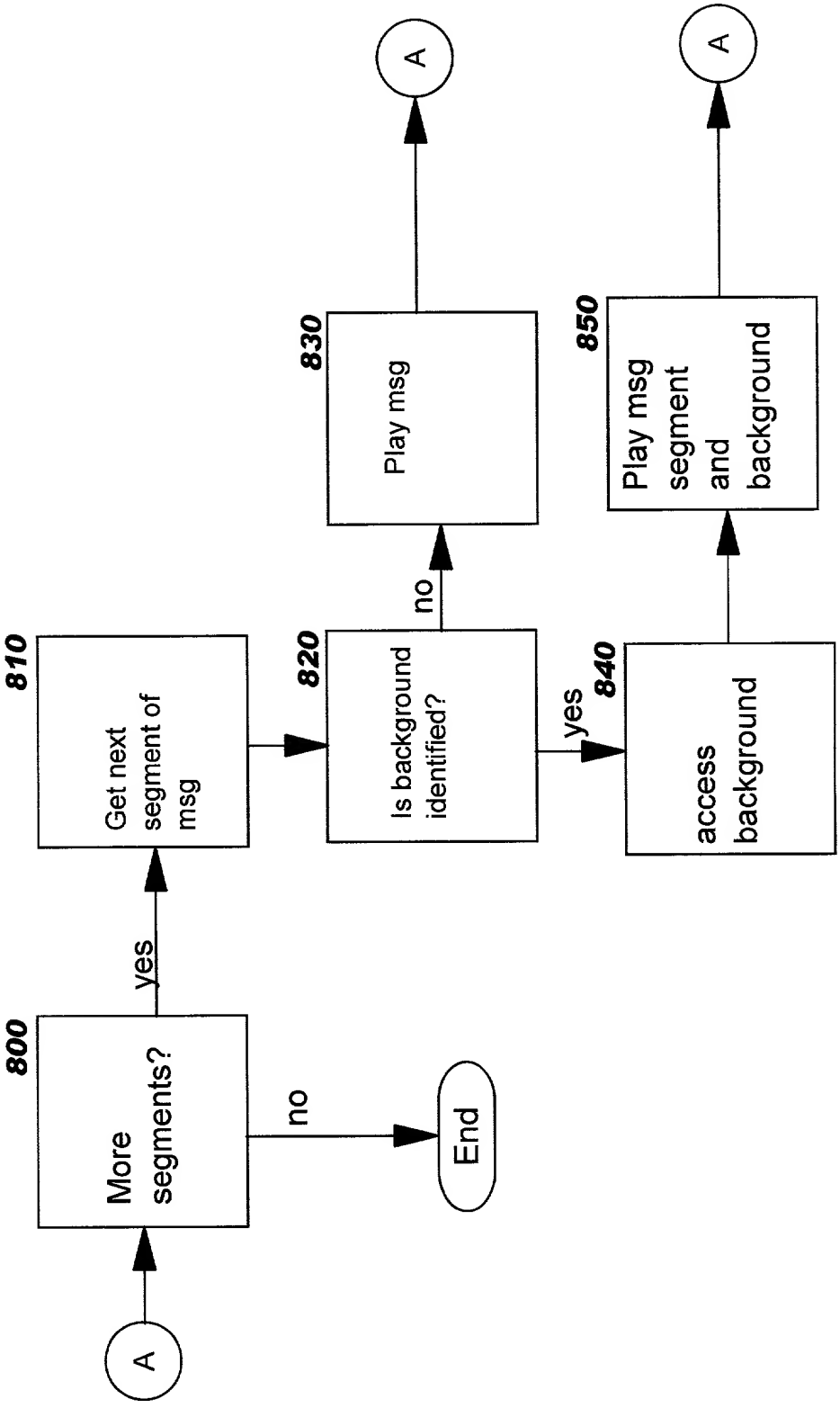
A
800
More segments?
yes
no
End
810
Get next segment of msg
820
Is background identified?
no
yes
830
Play msg
840
access background
850
Play msg segment and background
A
A

FIG. 9A

Message Segment Data Structure *900*

Message segment number
Background selection number
User message

Example code: *910*

```
#define MAX_NUM_VOICE_SEGMENTS 500

Struct msg_struct 920
{
    Int segment_number;  /* this field is not necessarily required */
    Int background_selection_number;
    FILE *msg;   /* could be a .wav file */
}

                                                    930
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS]
```

FIG. 9B

Message Segment Data Structure 940

Message segment number
Selection type
Selection number
User message (only valid if selection type is not an audio file)

Example code: 950

```
#define MAX_NUM_VOICE_SEGMENTS 500

Struct msg_struct 960
{
    Int segment_number;  /* this field is not necessarily required */
    int selection_type;    /* this is 1 = background,  2 = audio file */
    Int selection_number;
    FILE *msg;   /* could be a .wav file - will be null for audio file */
}

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970
```